

Last Vamp Standing

By Andrew Sirkin

A larp for six or more players, with no upper player limit.

The vampire's deadliest adversary has always been other vampires, but recently it's been taken to a horrifying extreme. After all, vampire blood tastes the sweetest, right? In Last Vamp Standing, players take the roles of the last surviving vampires in the entire world, who have gathered to (hopefully) make peace. But not everyone wants that, and are here just to eliminate the competition. Dead players will take on the role of ghosts, infecting their attackers with the blood pacts they signed, along with ghostly whispered suggestions and angry demands.

To Run This Game, You'll Need:

- Nametags for everyone, with space for Name, Pronouns, Vampire type, and lots of stickers.
- Stickers in four different colors: Red, Yellow, Black, and Green. You'll need at least 3 stickers in each color per person playing, and it's better to have extra! Alternatively, use colored markers.
- Red bandanas to mark characters who are dead. One per player
- Blue bandanas or another method to mark No-Touch areas. Two to three per player.
- Paper and pencils. Vampires will need to write out their blood pacts.
- An outdoor or well-ventilated space (at night, of course!), preferably somewhere with a few rooms or separate places where players can be alone ... or cornered. Size based on player count. At some scale of players, this could be an entire park, convention, or city!
- A bowl of gummy worms, which act as leeches (Optional, for slowing the game down)

Introductory Workshops, Safety & Consent

Because this larp's rules so heavily revolve around attacking each other, the pre-game workshops should discuss non-combat elements extensively. Take a few minutes for each of the following:

Character Building: Introduce the four vampire types (below) and have players create their nametags. In addition, have players think about their age, the friends (both human and vampire) that they've lost, and why they came to this meeting. Encourage people to think about what their characters want and don't want.

Relationships: Players should talk to each other, and decide if they know each other. They could be enemies, friends, siblings from the same sire, acquaintances, or complete strangers. Encourage players to not just form a clique of their friends, and invite others into their circle.

Blood Pacts: Review the rules on Blood Pacts and remind them that the pact doesn't expire on death.

Safety and Consent: This game involves touching people with two fingers on potentially sensitive areas (the neck, inside of the wrist, and the back of the knee). When touched, these areas can be ticklish, erogenous, cause a startle response, or make someone feel vulnerable or threatened. Talk to the players about this and encourage them to speak up. If a player does NOT consent to being touched in any or all of these areas, they should wear a blue bandana covering that area to flag it for everyone to see. Keep these bandanas available in case someone changes their mind. When attacking someone with a blue bandana, the Attacker should put their fingers near-but-not-on the flagged area, and say "BiteBiteBite" loud enough for the victim to hear it. (If you run out of blue bandanas, consider having everyone be No-Touch)

Combat Practice: Once the non-combat discussion is done, have players practice "biting" each other before game-on, and remind them of the Consent rules. Go through the combat mechanics, and let them each attempt to attack others and be attacked, to make sure everyone understands it without having to involve a GM. Attacks are most likely to happen in secret or out-of-the-way places! Discuss Feeding Levels, Executions, Death, and any other rules. Remind players that combat isn't always the best option.

Restrooms: Make sure to note that any restroom locations are Out of Character, and players should not ambush anyone going into or out of a restroom.

Choose Your Vampire Type

There are four types of vampires, all based on the four humours or temperaments.

- **Sanguine Vampire:** Passionate and enthusiastic about everything they do, from romance to projects. Cheerful and optimistic. A lack of feeding makes them uninspired. An excess of feeding makes them hot-blooded and manic. Red blood.
- **Choleric Vampire:** Ambitious and aggressive, these vampires are doers and leaders, with high charisma that they use to drive others. A lack of feeding makes them suspicious and paranoid. An excess of feeding makes them angry and mean-spirited. Yellow blood.
- **Melancholic Vampire:** These vampires are usually thoughtful and creative, but can also easily become obsessive. A lack of feeding makes them depressive and obsessed with the terrible things around them. An excess of feeding makes them become perfectionist and demanding. Black blood.
- **Phlegmatic Vampire:** Calm and unemotional, these vampires can be good administrators or diplomats, and even friends. A lack of feeding makes them lazy and resistant to change. An excess of feeding might make them apathetic or focused on their own self-contentment. Green blood.

Your Nametag

Nametags are OOC information, but are useful indicators of how much a vampire has fed recently. There's a nametag template at the end of this document.

Put on a nametag with your in-game name, your vampire type, and your in-game pronouns. You may start the game with up to 10 stickers of any color in the large space below your name. Additionally, take a few stickers of your chosen vampire type's blood color, with the back still on, which you will use for Blood Pacts and will give to someone if they feed on you.

Blood Pacts

Pacts made with blood are unbreakable. Blood pacts should be written, and everyone involved should have a copy. To make a blood pact, role-play cutting yourself lightly, and shake hands with everyone else involved in the blood pact. Print/sign your name on the written pact and add a sticker in your blood color.

Anyone violating a blood pact will immediately die, even if everyone else involved in the blood pact is dead. (If you believe someone is abusing this rule, report to a GM.)

After you successfully consume someone that has made a blood pact, you are now bound by that blood pact.

Your Feeding Level

The stickers on your nametag represents your Feeding Level, and also indicates how many vampires you may have consumed in the last week. The more stickers, the more fed you are.

You may start the game with up to 10 stickers of any color. Note that you do not need to start with ANY stickers at all, indicating that you fed from other, more "normal" sources. Every time you consume someone, you will add one sticker to your nametag, matching the color of their blood.

A higher feeding level is not necessarily better. Make sure to read the Vampire Types section to determine how you react to hunger or excessive feeding. How much does that take? That's up to each of you! Think about how much you fed leading up to this gathering, and how much you might need to feed as the event goes on.

To Attack Someone

- 1) **Sneak up on the Victim.** You reasonably have to have surprised the person you are attacking. If the person says they were not surprised, accept it. (If you believe someone is abusing this rule, report to a GM.)
- 2) **Press two fingers** into one of the locations below, as if they were your teeth. If the player has not consented to touch, as discussed in the Safety Mechanics, instead put your fingers near but not touching, and announce “BiteBiteBite” to begin the attack. You only need to be loud enough for the Victim to hear it.
 - a) The side of the neck
 - b) The inside of the wrist
 - c) The back of the knee
- 3) The Victim is frozen. Compare the Attacker’s Feeding Level (the stickers in their Feeding Level) to the Victim’s, and then get the difference between those numbers. **The attack takes two times the Feeding difference in seconds, minimum 5 seconds. If the Defender’s Feeding is higher, add 10 seconds.** Count those seconds out loud, slowly. Say “Mississippi” between the numbers if you need to!
- 4) **If the attack is successful** and not interrupted (see below), the Victim gives a sticker in their color to their Attacker, who adds it to their nametag. The Attacker’s Feeding is now increased. Additionally, the Attacker takes the nametag of the character they consumed, and puts it in a pocket/purse as a trophy they can keep at the end of the game. Finally, the Attacker takes all blood pacts that the Victim was bound to. The Attacker is now bound to those blood pacts. The Victim is now Dead.
- 5) **If the attack is not successful**, the Victim may choose to lose one Feeding Level, if they wish. Sometimes this is useful!

Witnessing an Attack

When you witness an attack, you have a few options:

- **Attack the Attacker** - If you surprise an Attacker, you stop their attack and begin a new one, with you as the Attacker. The original Attacker becomes the new Victim. If others are still attacking the original Victim, that attack continues, but otherwise the Victim is free to take any action, including attacking their original Attacker.
- **Break it up** - If you attack an Attacker, but they are not surprised, you pull them away from their victim and halt their attack. If there are multiple attackers, each Attacker needs to be stopped in order to fully stop the attack. After being broken up, an Attacker must wait at least 10 seconds before attacking the same Victim again.
- **Attack the Victim** - You can contribute to an attack by attacking the Victim. When you do this, the remaining time to complete the attack is halved, and continues to be halved again for each additional Attacker. You do not need to surprise the Victim when adding an additional Attacker. However, if the attack is successful, only the Attacker who was attacking the longest gains the Feeding benefit and the Blood Pacts. If the original Attacker gets interrupted, then the second-longest Attacker gains the benefit instead, and so on.

Executions

To execute someone, a group of 5 or more vampires in concert can surround one other person, and attack simultaneously, but without needing to surprise them. They need to attack for a full 30 seconds for this to be successful, regardless of Feeding Level. While being attacked, the Victim is frozen.

People who witness this can attempt to Break Up the attack or attack the Attackers, but as long as one Attacker completes their 30 seconds of attack, the Victim dies.

No one gains ANY Feeding Level for completing an attack of this type, and no one gets the nametag as a trophy. All blood pacts the Victim had on them are destroyed, and none of the Attackers are bound by them.

Once You're Dead

Once you're dead, put on a red headband to indicate your ghostly status. Give your unused sticker (in your vampire type's color) to your Attacker. Unless you died in an Execution, give your nametag to your Attacker; they get to keep it as a trophy.

Now, you haunt your attacker, and anyone who was haunting you comes along with you. You can now whisper at your host and to other spirits. If you died by violating a Blood Pact, you can haunt anyone holding a copy of that blood pact. If you were Consumed by multiple people, even in an execution, you may whisper at any or all of those hosts, but it may be easier to limit it to three or less.

Try to think about what motivations your spirit might have now that they're dead. Are you angry at your Attacker, or someone else, or a group? Maybe someone who hurt someone you care about? How will you achieve your goals now?

As a spirit, there are lots of things you can still do, but only your host can see and hear you. You can't touch them, but you can certainly get in the way! You can still talk to other spirits, even if they're attached to other hosts. If you want to help your host, you could pass secret messages, help them plot, and keep an eye out for other vampires. If you want to hurt them, you could distract them, shield their sight, pass along false information, or talk to other ghosts about how best to attack. You can make suggestions, demands, insults, interfere with their plans and thought process, anything you want.

End of the Game

The game ends after either only one vampire is left, or the remaining vampires make a blood-pact peace accord.

Gather everyone up and debrief by taking turns telling stories about their favorite moments they saw from other players.

Optional Timing

This game's time varies widely based on factors that are difficult to control. To help with this, below are optional rules you can apply as needed to help fit the game in your time frame.

Speed Up: GM Ghosts

To speed up the game, GMs can choose to operate as ghosts of vampires that were consumed prior to game-on. Put on a red headband to indicate you're a ghost, and whisper into the ears of any player. You could convince vampires to put themselves in compromising positions, instigate fights, and otherwise cause problems to encourage characters to attack each other. This is especially effective at the start of the game.

Slow Down: Leeches

To slow down the game, put out a bowl of leeches (gummy worms), along with a set of instructions that it will remove one sticker from someone after being "applied" for one minute. This generally will allow vampires who have over-fed themselves to stop being quite so over-the-top in their behavior.

[Character Name]
[Pronouns]
Sanguine

[Character Name]
[Pronouns]
Choleric

[Character Name]
[Pronouns]
Melancholic

[Character Name]
[Pronouns]
Phlegmatic

<p>[Character Name] [Pronouns] Sanguine</p>	<p>[Character Name] [Pronouns] Choleric</p>
<p>[Character Name] [Pronouns] Melancholic</p>	<p>[Character Name] [Pronouns] Phlegmatic</p>